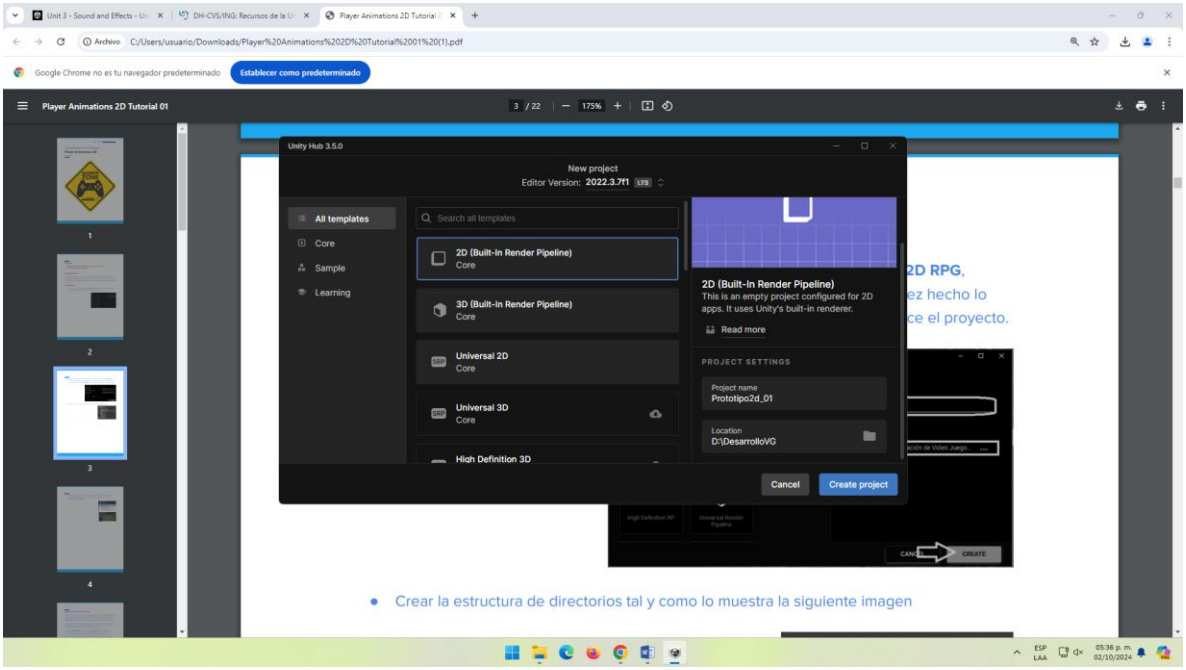
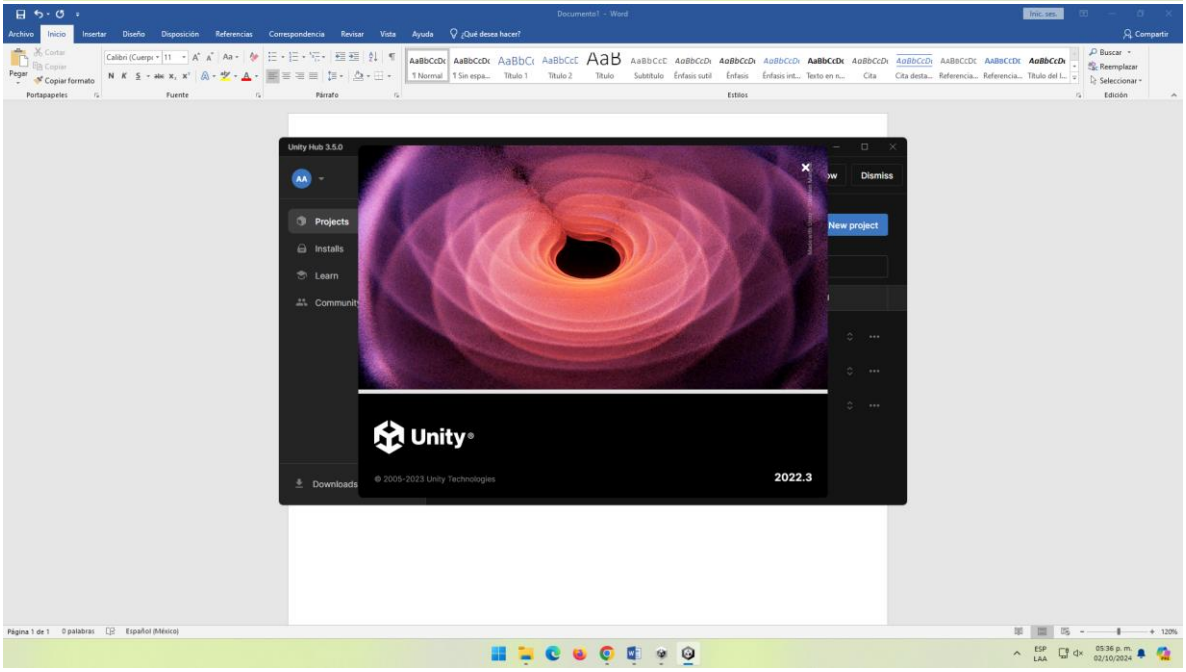
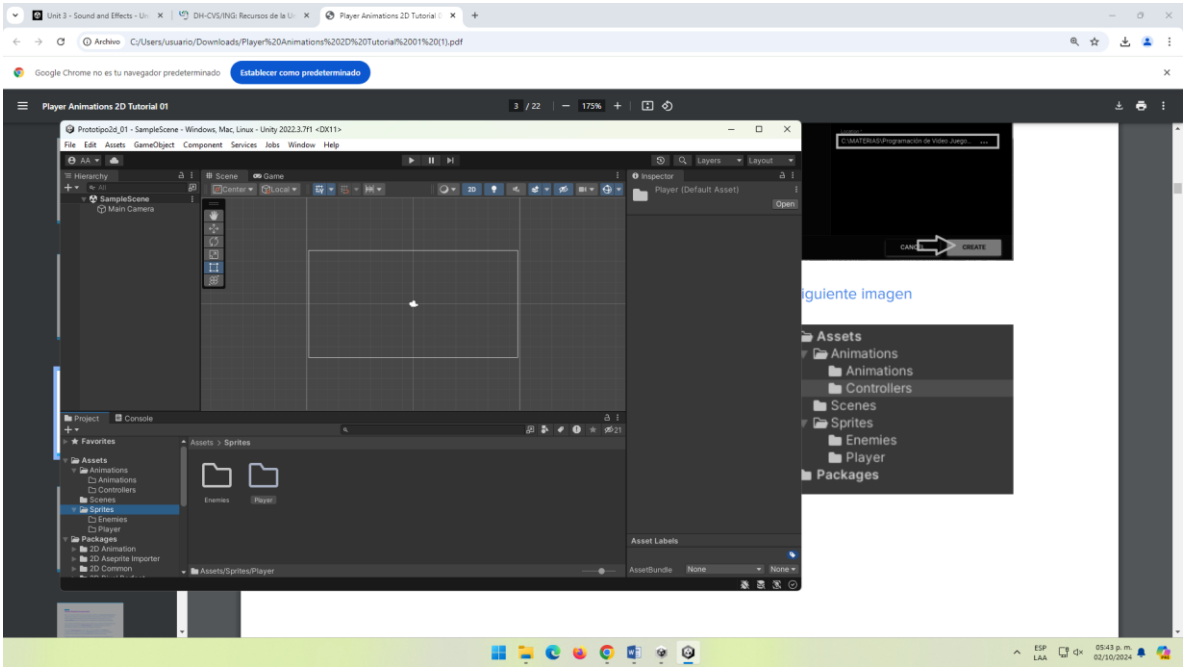
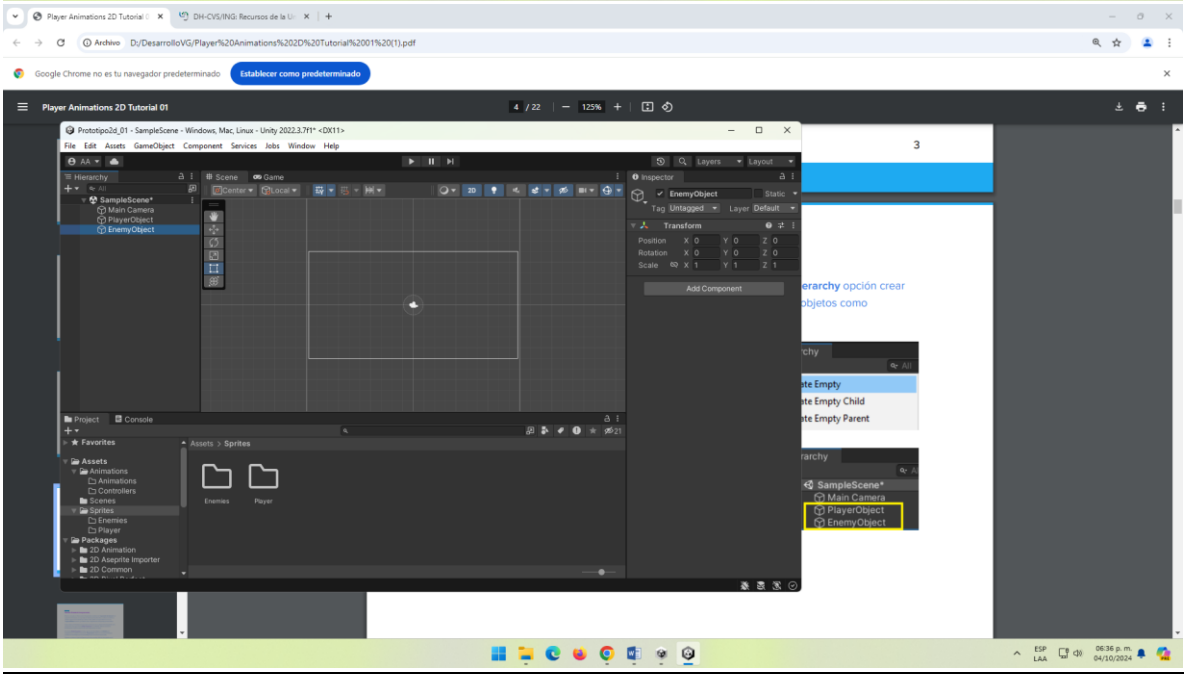
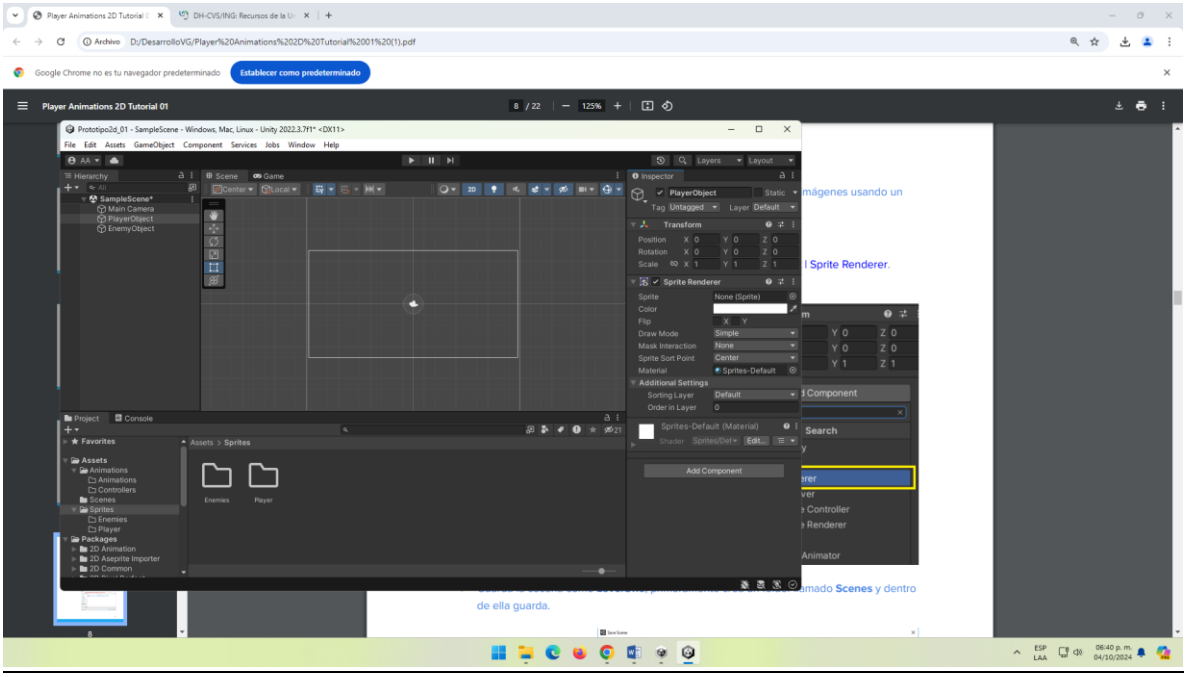
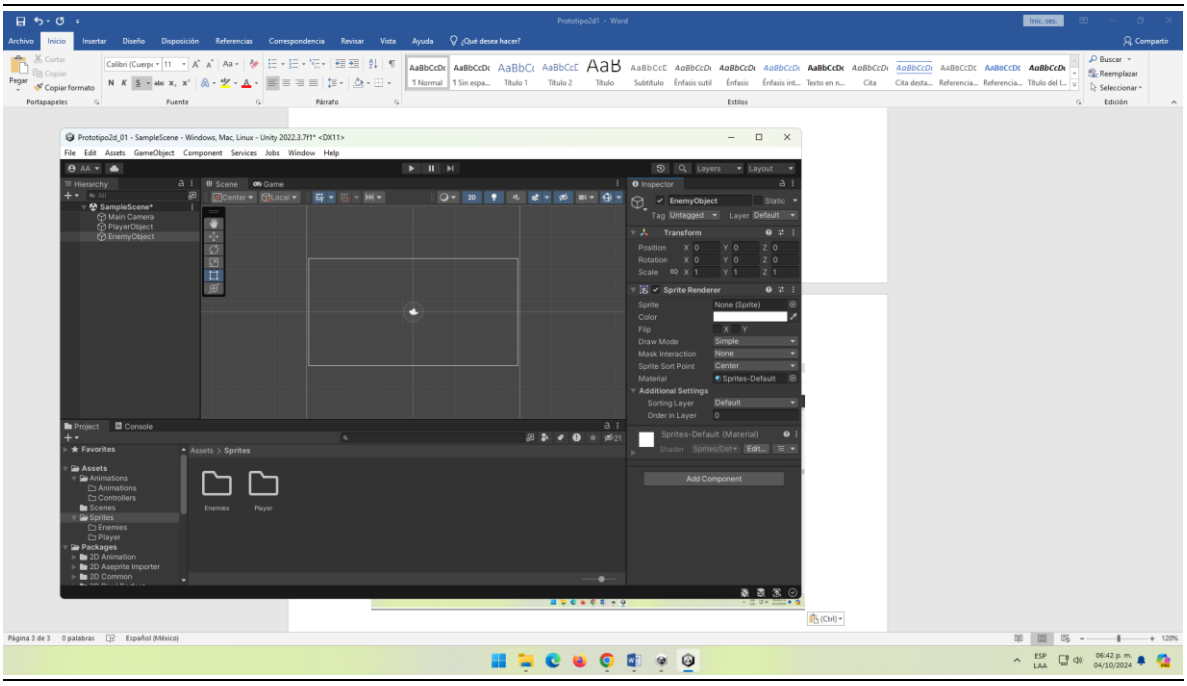

Unit 3 - Sound and Effects - Uni
DH-CVS/ING: Recursos de la Ur
Player Animations 2D Tutorial
Archivo C:/Users/usuario/Downloads/Player%20Animations%202D%20Tutorial%2001%20(1).pdf
Google Chrome no es tu navegador predeterminado
Establecer como predeterminado
Player Animations 2D Tutorial 01
3 / 22
175%
Unity Hub 3.5.0
New project
Editor Version: 2022.3.7f1 LTS
All templates
Core
Sample
Learning
Search all templates
2D (Built-In Render Pipeline)
Core
3D (Built-In Render Pipeline)
Core
Universal 2D
Core
Universal 3D
Core
High Definition 3D
2D (Built-In Render Pipeline)
This is an empty project configured for 2D apps. It uses Unity's built-in renderer.
Read more
PROJECT SETTINGS
Project name
Prototipo2d_01
Location
D:\DesarrolloVG
Cancel
Create project
2D RPG,
ez hecho lo
ce el proyecto.
CREATE
Crear la estructura de directorios tal y como lo muestra la siguiente imagen

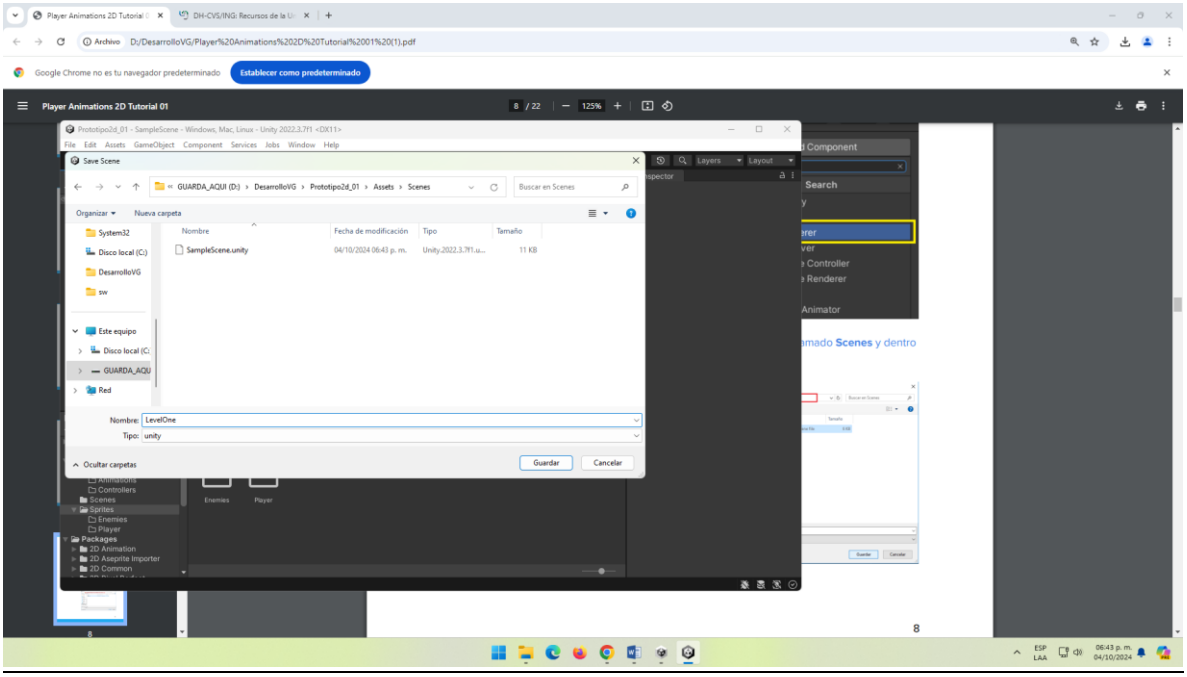

Documento1 - Word
Archivo
Inicio
Insertar
Diseño
Disposición
Referencias
Correspondencia
Revisar
Vista
Ayuda
¿Qué desea hacer?
Compartir
Unity Hub 3.5.0
Projects
Installs
Learn
Downloads
Dismiss
New project
Unity
© 2005-2023 Unity Technologies
2022.3
Página 1 de 1
0 palabras
Español (México)

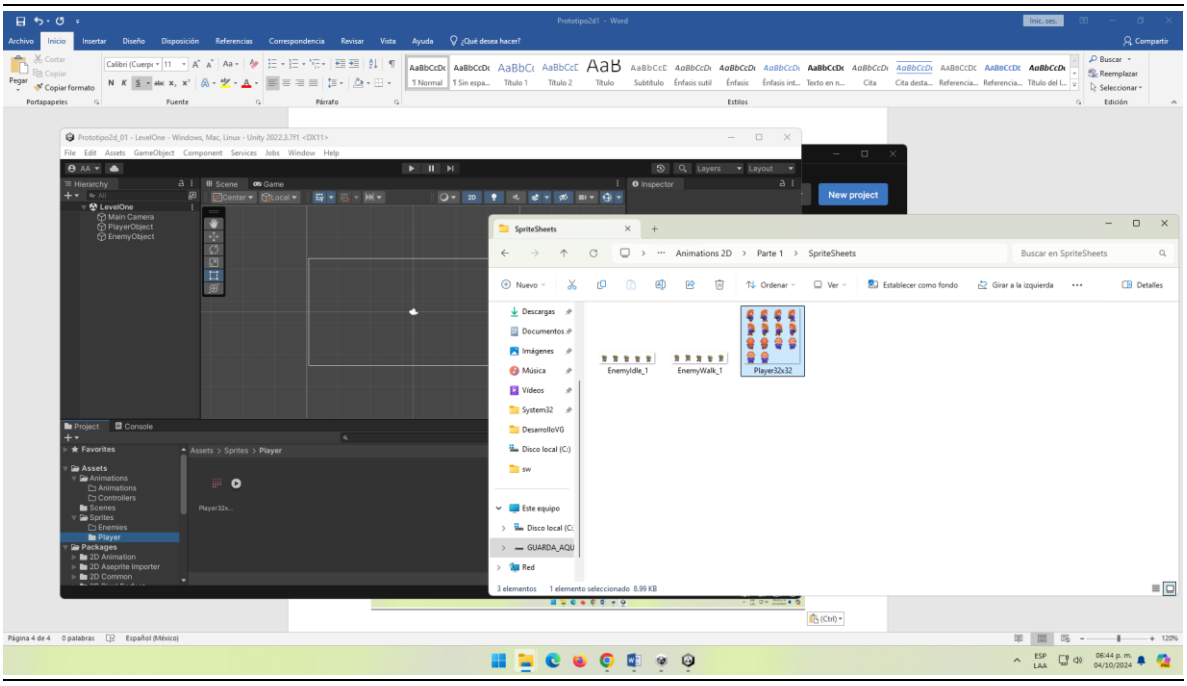

Player Animations 2D Tutorial 01
Prototipo2d_01 - SampleScene - Windows, Mac, Linux - Unity 2022.3.7f1 <DX11>
Hierarchy
SampleScene
Main Camera
Scene
Game
Inspector
Player (Default Asset)
Project
Console
Favorites
Assets > Sprites
Enemies
Player
Assets/Sprites/Player
Asset Labels
iguiente imagen
Assets
Animations
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages

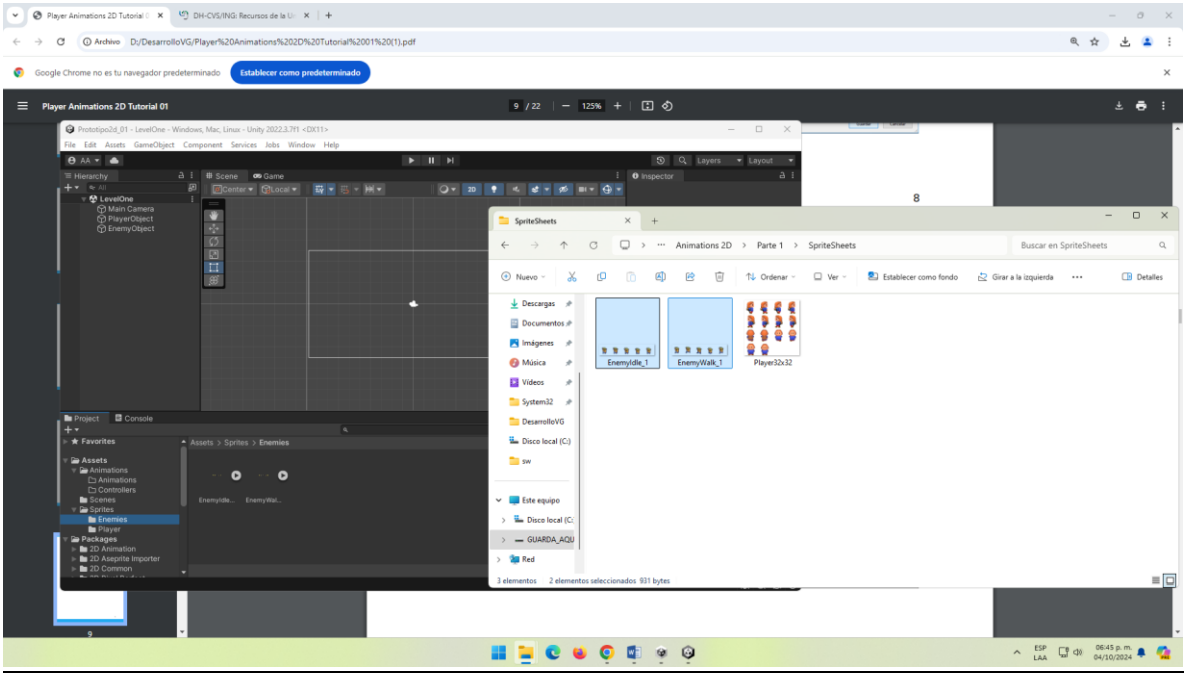

Player Animations 2D Tutorial 01
Prototipo2d_01 - SampleScene - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
Hierarchy
SampleScene*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
EnemyObject
Transform
Add Component
Project
Console
Favorites
Assets > Sprites
Enemies
Player
erarchy opción crear
objetos como
te Empty
te Empty Child
te Empty Parent
SampleScene*
Main Camera
PlayerObject
EnemyObject

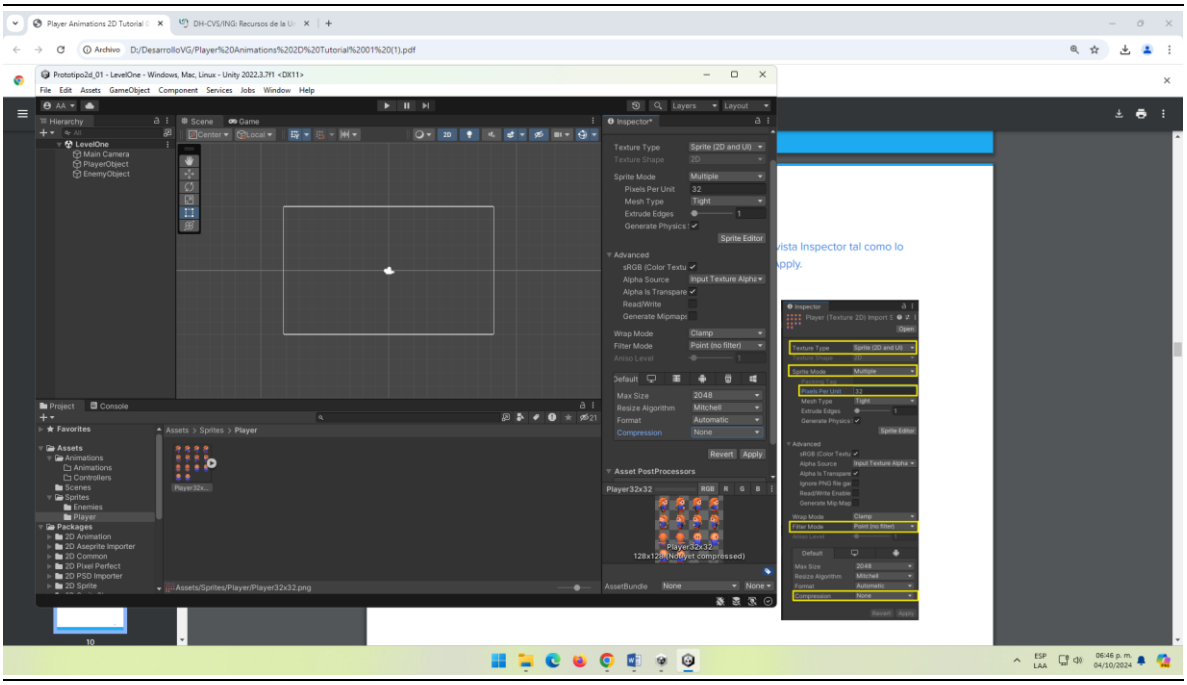

Player Animations 2D Tutorial 01
Prototipo2d_01 - SampleScene - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
de ella guarda.

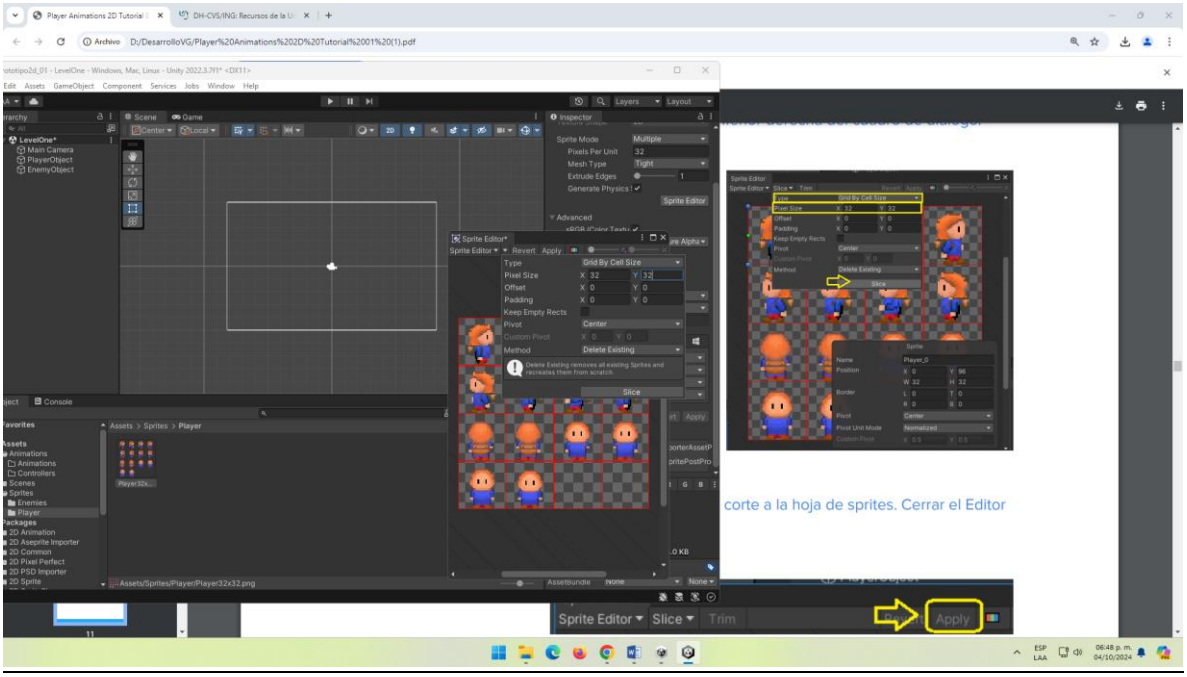

Prototipo2d_01 - SampleScene - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>

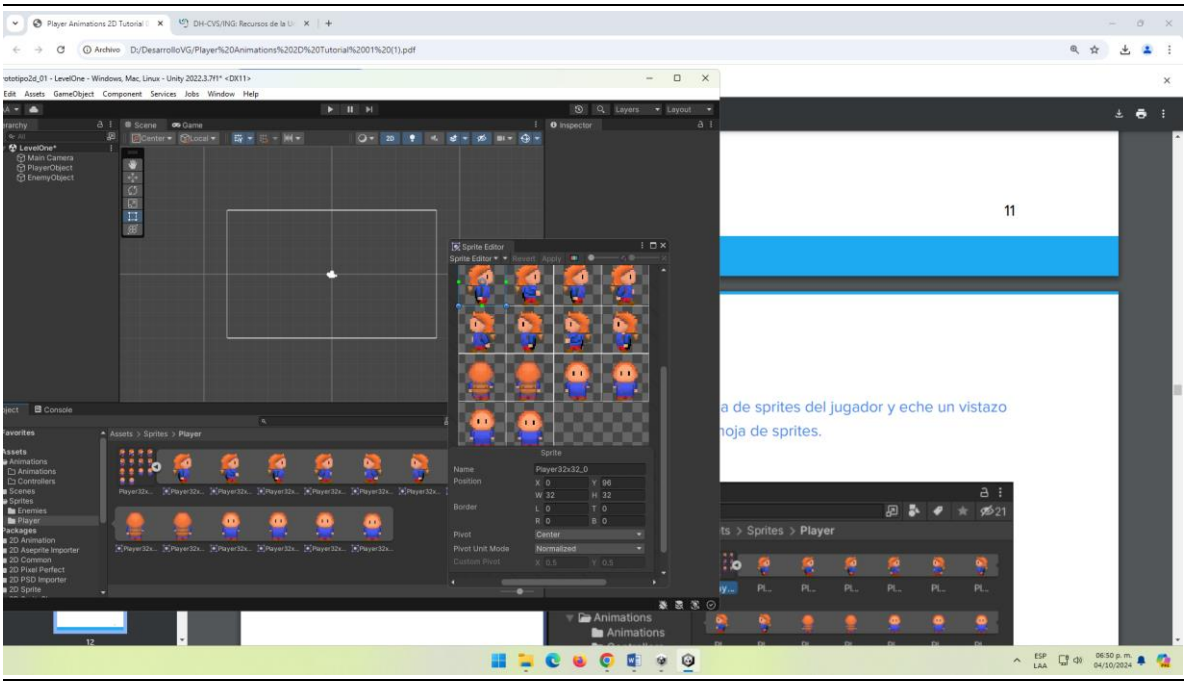

Player Animations 2D Tutorial 01
Save Scene
Nombre: LevelOne
Tipo: unity
Guardar
Cancelar

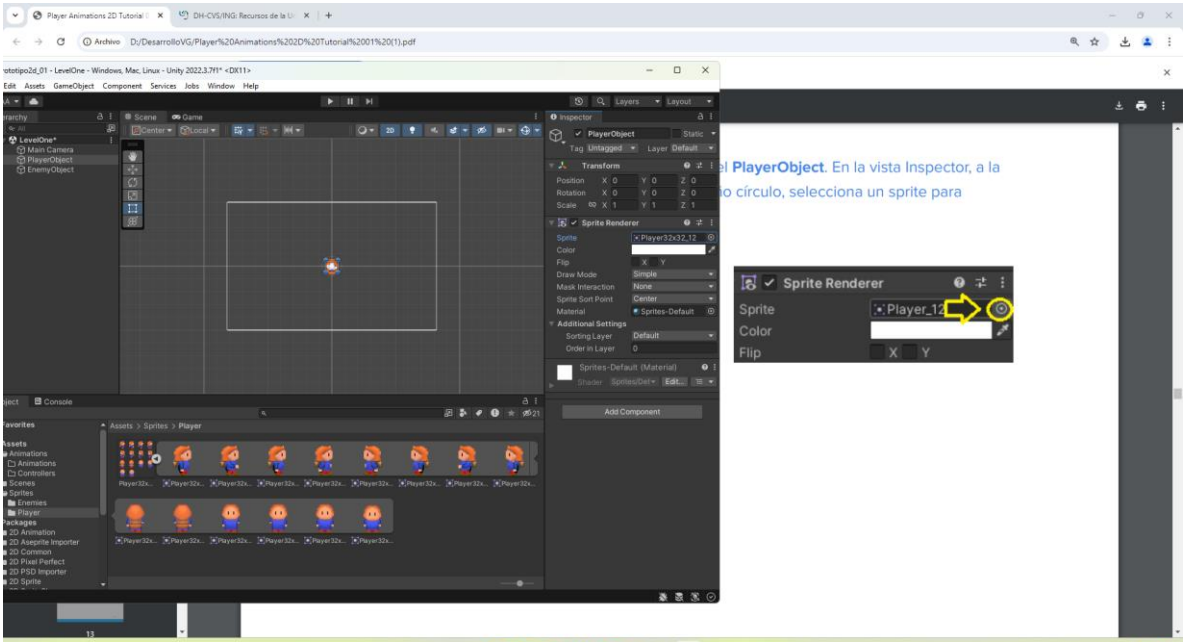

Prototipo2d1 - Word
Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1 <DX11>
New project
SpriteSheets
Animations 2D > Parte 1 > SpriteSheets
EnemyIdle_1
EnemyWalk_1
Player32x32

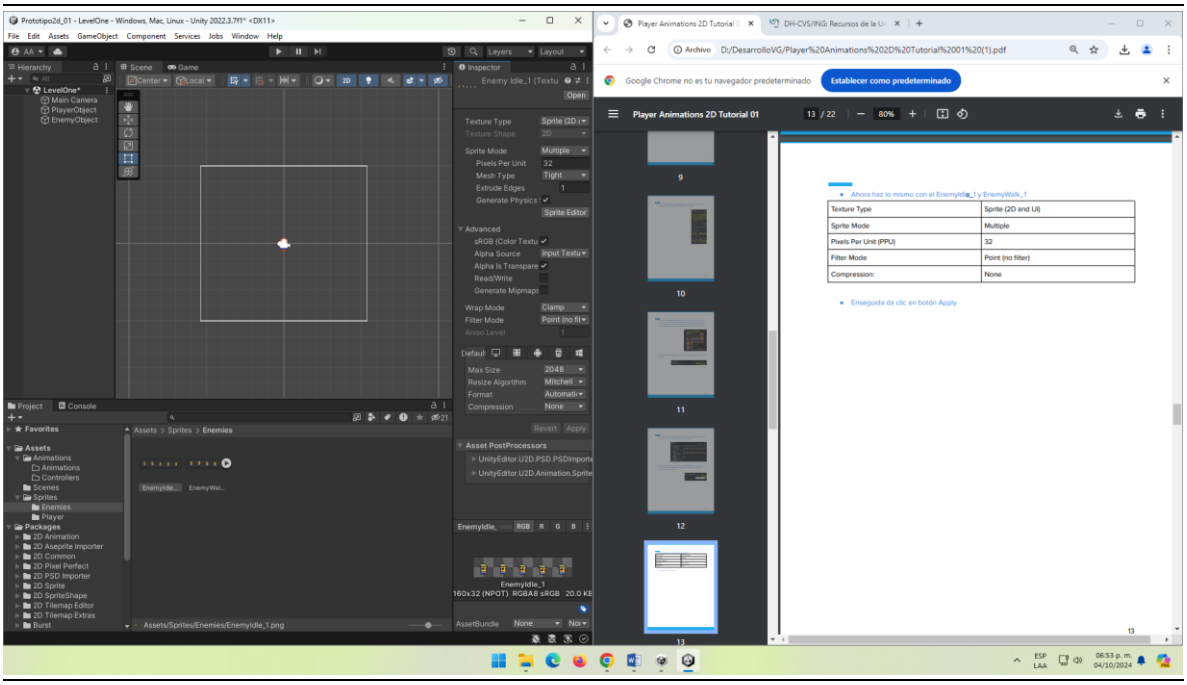

Player Animations 2D Tutorial 01
Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1 <DX11>
SpriteSheets
Animations 2D > Parte 1 > SpriteSheets
EnemyIdle_1
EnemyWalk_1
Player32x32

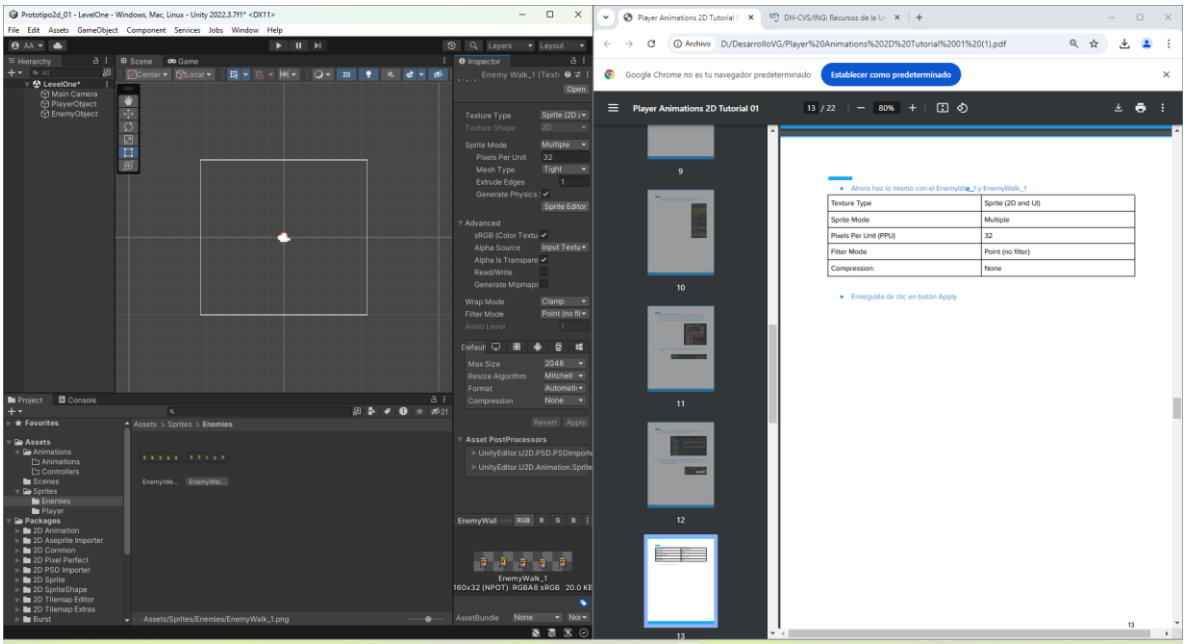

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1 <DX11>
Texture Type
Sprite (2D and UI)
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
Player32x32
Assets/Sprites/Player/Player32x32.png

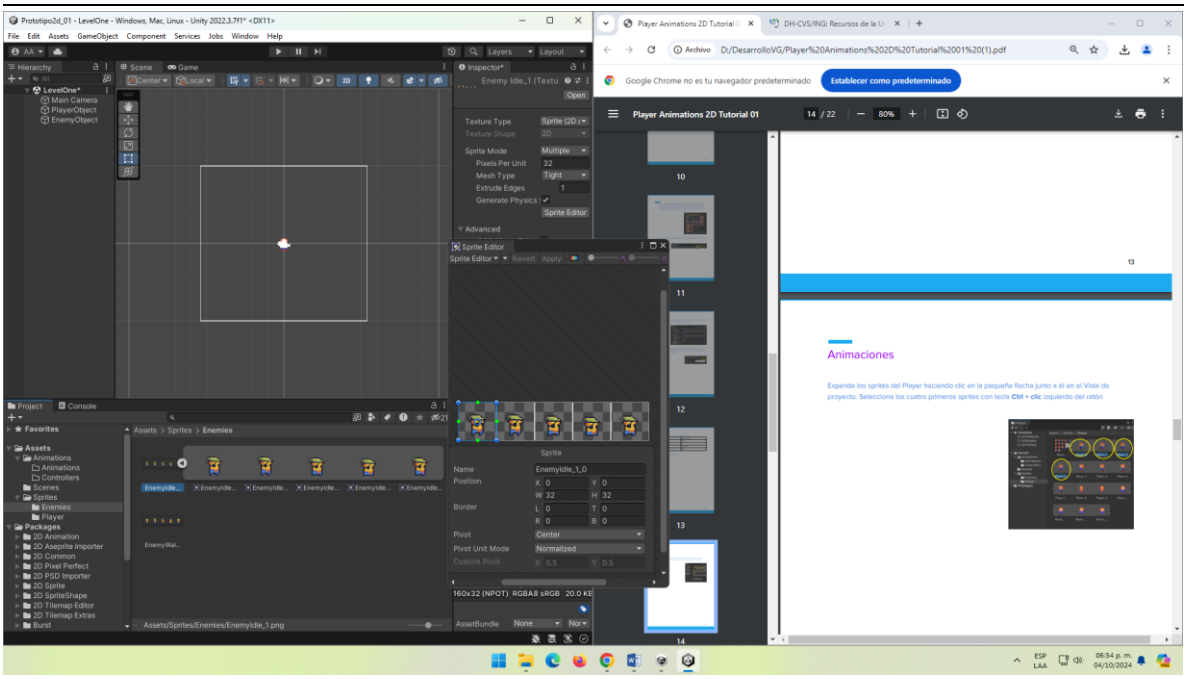

Player Animations 2D Tutorial
DH-CVS/ING: Recursos de la U
Archivo D:/DesarrolloVG/Player%20Animations%202D%20Tutorial%2001%20(1).pdf
Sprite Editor
Type
Grid By Cell Size
Pixel Size
Offset
Padding
Keep Empty Rects
Pivot
Center
Method
Delete Existing
Slice
corte a la hoja de sprites. Cerrar el Editor
Sprite Editor
Slice
Trim
Apply

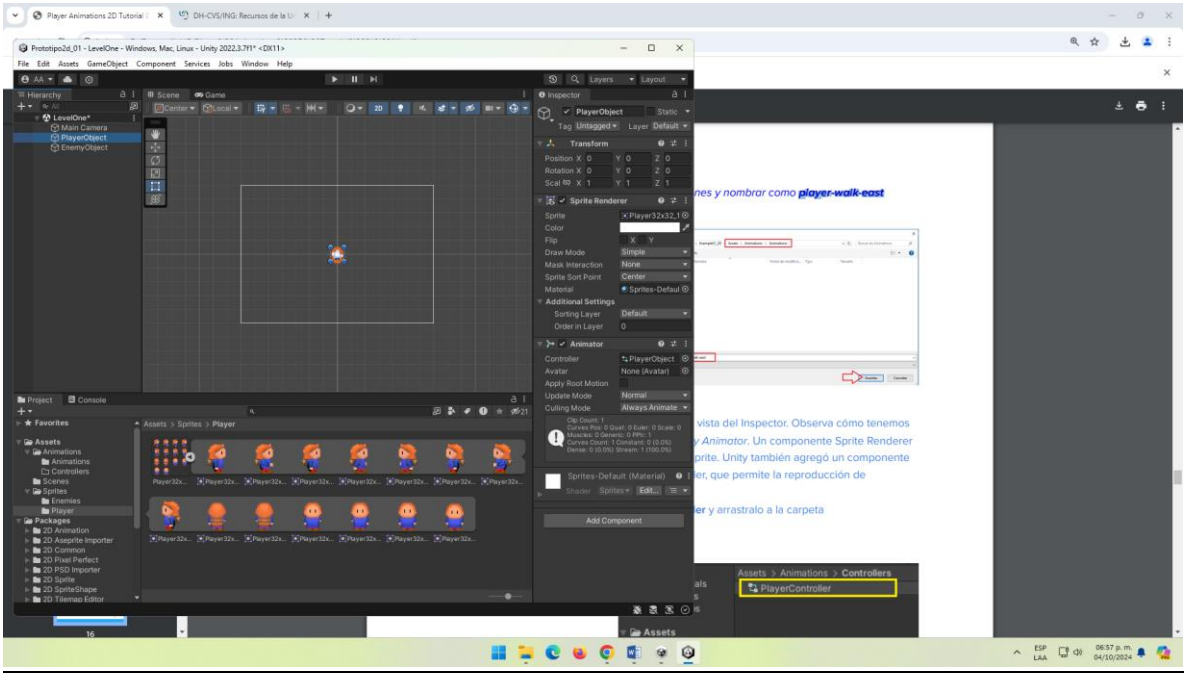

Player Animations 2D Tutorial
DH-CVS/ING: Recursos de la U
Archivo D:/DesarrolloVG/Player%20Animations%202D%20Tutorial%2001%20(1).pdf
11
a de sprites del jugador y eche un vistazo
hoja de sprites.
Sprite Editor
Name
Position
Border
Pivot
Center
Pivot Unit Mode
Normalized
Animations

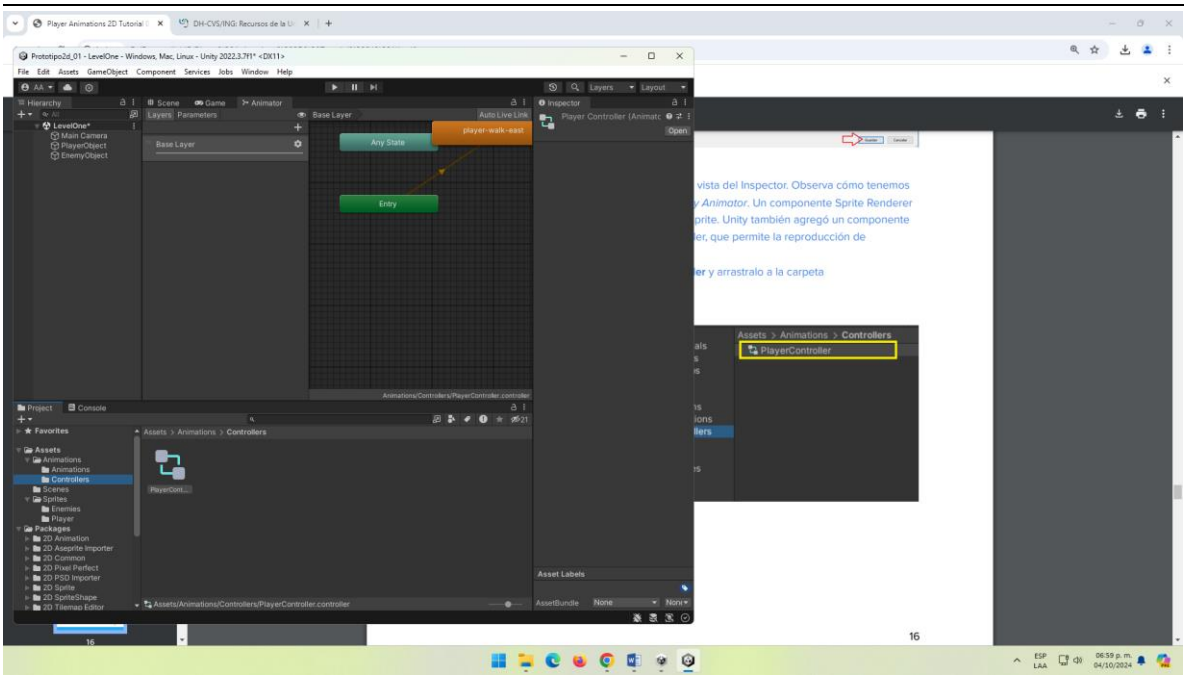

Player Animations 2D Tutorial
DH-CVS/ING: Recursos de la U
Archivo
D:/DesarrolloVG/Player%20Animations%202D%20Tutorial%2001%20(1).pdf
Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
Edit Assets GameObject Component Services Jobs Window Help
Scene
Game
Inspector
Console
Assets > Sprites > Player
el PlayerObject. En la vista Inspector, a la
o círculo, selecciona un sprite para
Sprite Renderer
Sprite
Color
Flip
X Y
Add Component

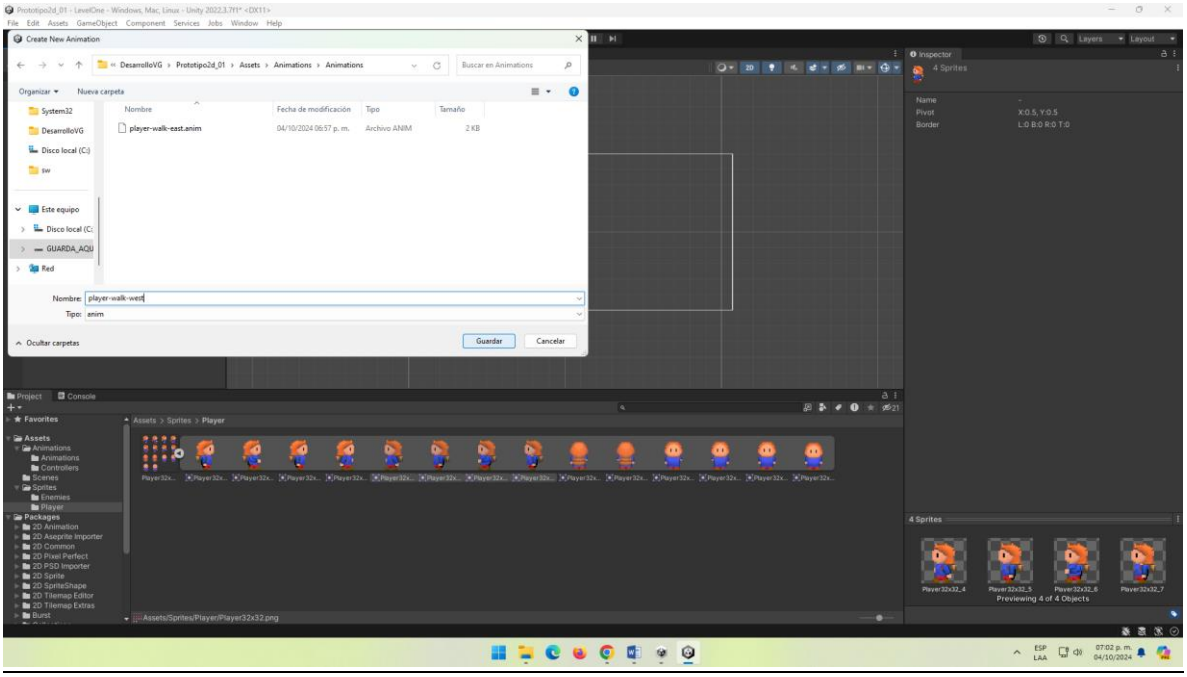

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
Scene
Game
Inspector
Project
Console
Assets > Sprites > Enemies
Assets/Sprites/Enemies/EnemyIdle_1.png
Texture Type
Sprite Mode
Pixels Per Unit
Mesh Type
Extrude Edges
Generate Physics
Sprite Editor
Advanced
Wrap Mode
Filter Mode
Max Size
Resize Algorithm
Format
Compression
Asset PostProcessors
EnemyIdle_1
160x32 (NPOT) RGBA8 sRGB 20.0 KB
Archivo
D:/DesarrolloVG/Player%20Animations%202D%20Tutorial%2001%20(1).pdf
Google Chrome no es tu navegador predeterminado
Establecer como predeterminado
Player Animations 2D Tutorial 01
13 / 22
80%
Texture Type | Sprite (2D and UI)
Sprite Mode | Multiple
Pixels Per Unit (PPU) | 32
Filter Mode | Point (no filter)
Compression: | None
Enseguida da clic en botón Apply

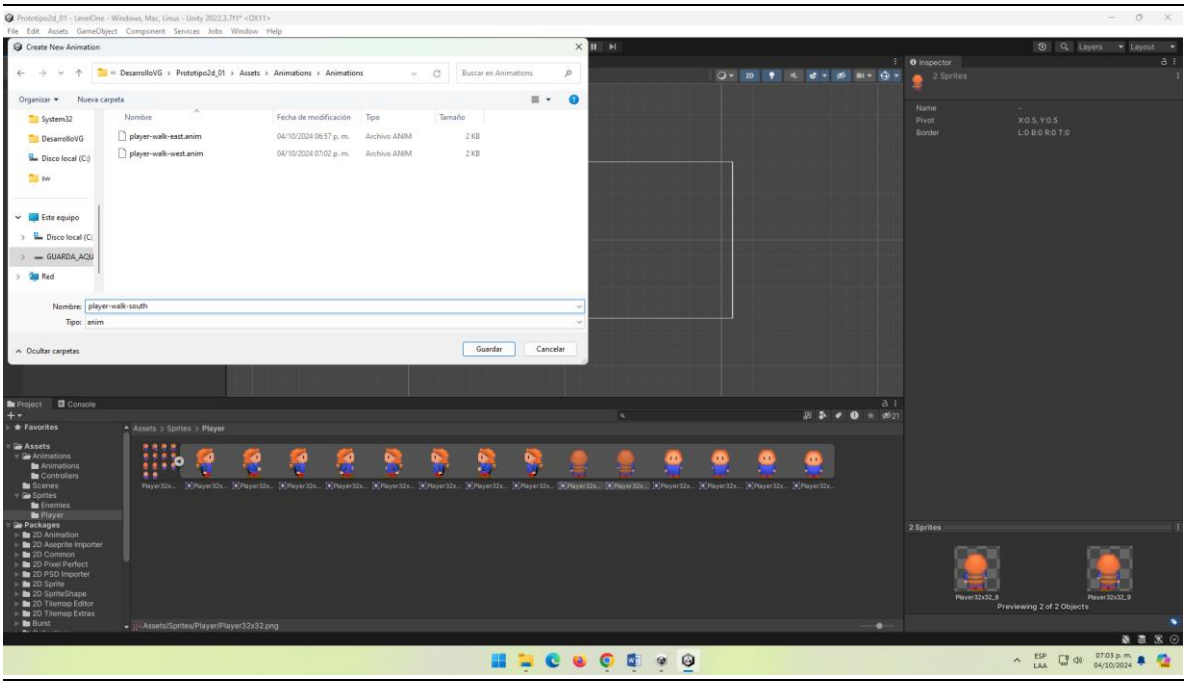

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
Player Animations 2D Tutorial 01
13 / 22
Ahora haz lo mismo con el EnemyIdle_1 y EnemyWalk_1
Texture Type | Sprite (2D and UI)
Sprite Mode | Multiple
Pixels Per Unit (PPU) | 32
Filter Mode | Point (no filter)
Compression: | None
Enseguida da clic en botón Apply

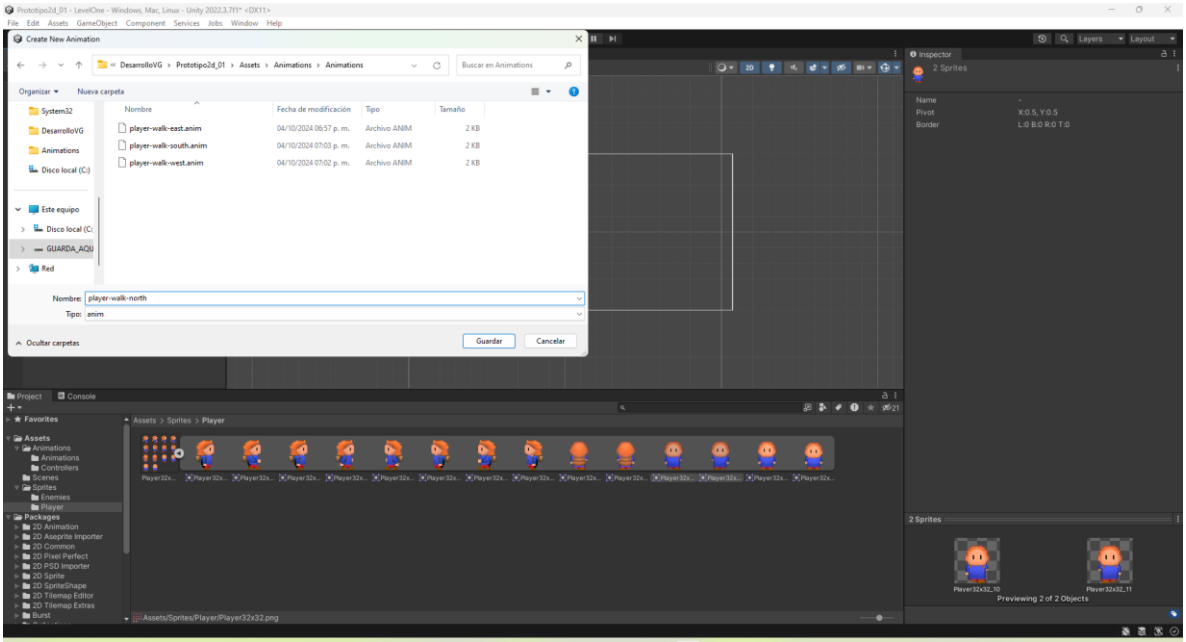

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
Player Animations 2D Tutorial 01
14 / 22
Animaciones
Expanda los sprites del Player haciendo clic en la pequeña flecha junto a él en el Vista de proyecto. Selecciona los cuatro primeros sprites con tecla Ctrl + clic izquierdo del ratón

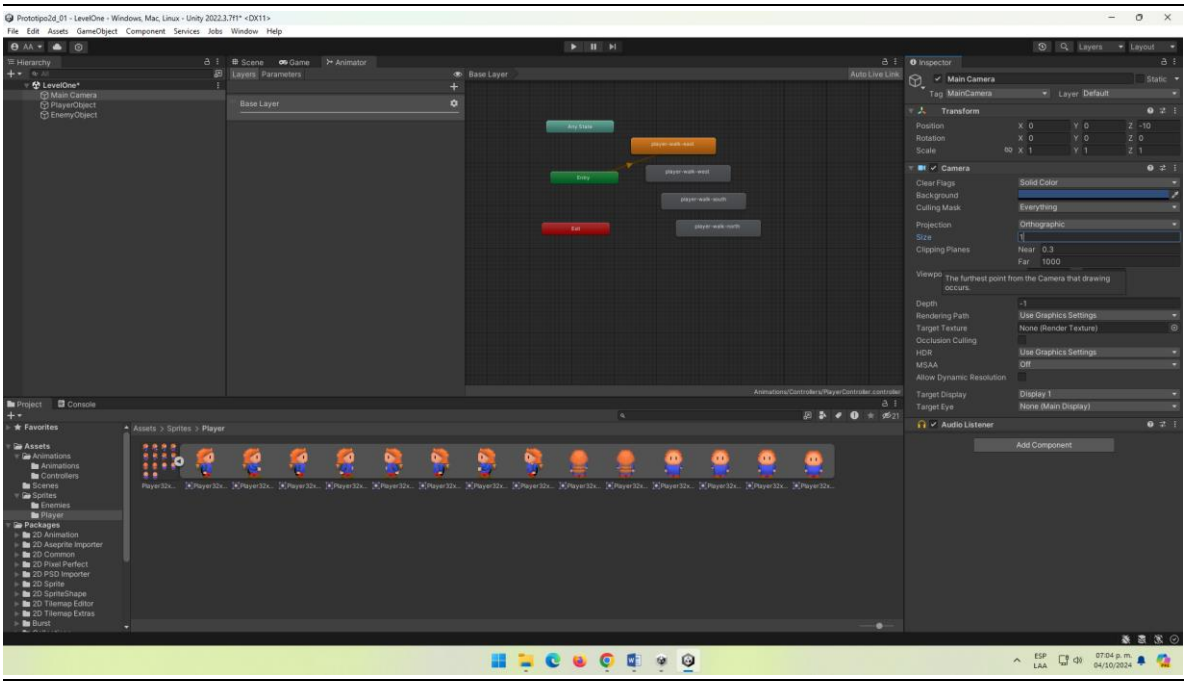

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Inspector
PlayerObject
Transform
Sprite Renderer
Sprite
Color
Flip
Draw Mode
Mask Interaction
Sprite Sort Point
Material
Additional Settings
Sorting Layer
Order in Layer
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Add Component
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
Assets > Sprites > Player
Assets > Animations > Controllers
PlayerController
player-walk-east
vista del Inspector. Observa cómo tenemos
y Animator. Un componente Sprite Renderer
prite. Unity también agregó un componente
er, que permite la reproducción de
er y arrastralo a la carpeta

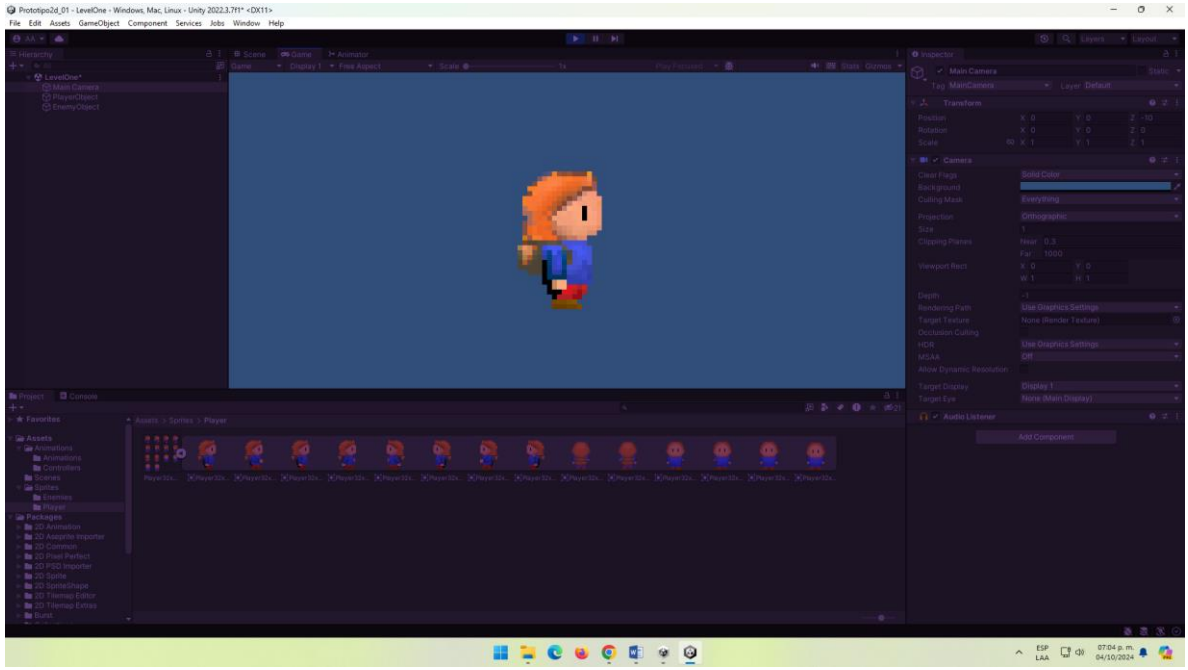

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
Entry
Inspector
Open
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
Assets/Animations/Controllers/PlayerController.controller
Asset Labels
AssetBundle
Assets > Animations > Controllers
PlayerController
vista del Inspector. Observa cómo tenemos
y Animator. Un componente Sprite Renderer
prite. Unity también agregó un componente
er, que permite la reproducción de
er y arrastralo a la carpeta

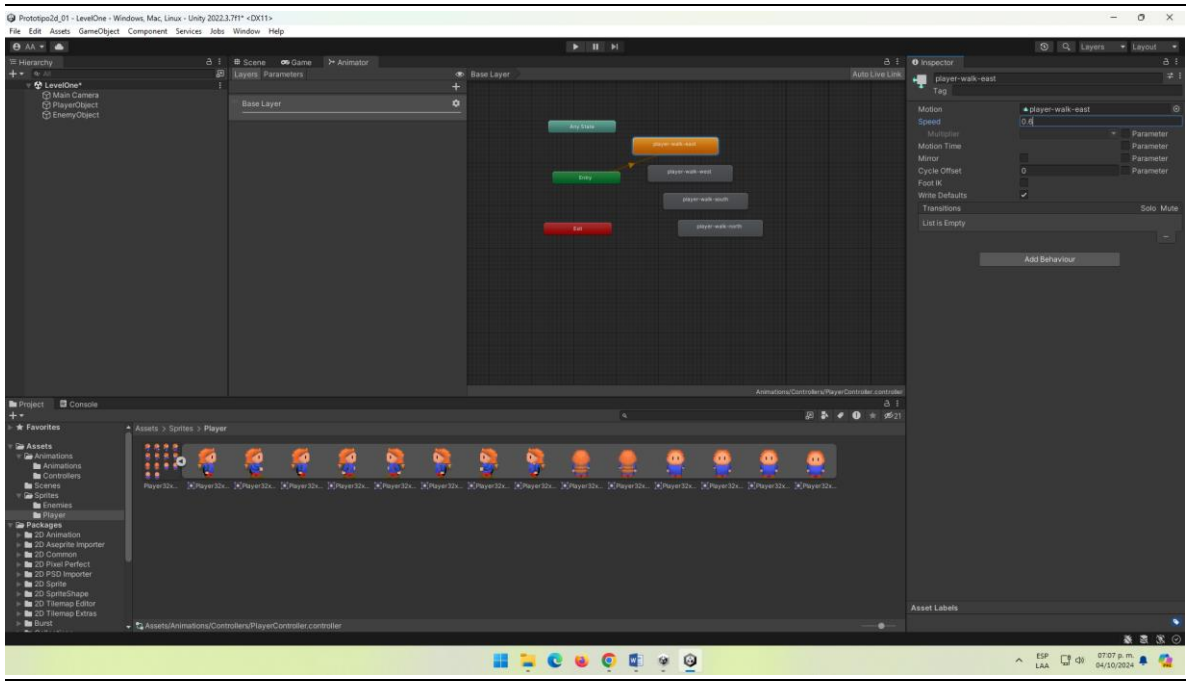

Create New Animation
DesarrolloVG › Prototipo2d_01 › Assets › Animations › Animations
Nombre
Fecha de modificación
Tipo
Tamaño
player-walk-east.anim
04/10/2024 06:57 p. m.
Archivo ANIM
2 KB
Nombre: player-walk-west
Tipo: anim
Guardar
Cancelar
Inspector
4 Sprites
Previewing 4 of 4 Objects

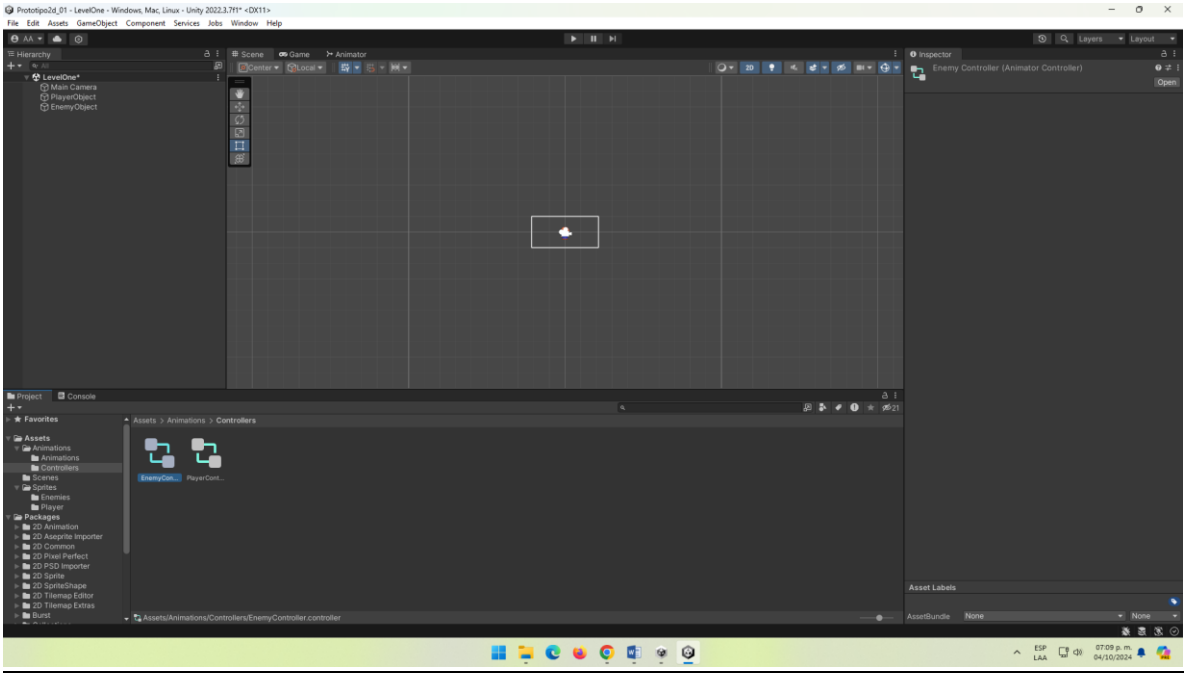

Create New Animation
DesarrolloVG › Prototipo2d_01 › Assets › Animations › Animations
player-walk-east.anim
04/10/2024 06:57 p. m.
Archivo ANIM
2 KB
player-walk-west.anim
04/10/2024 07:02 p. m.
Archivo ANIM
2 KB
Nombre: player-walk-south
Tipo: anim
Guardar
Cancelar
Inspector
2 Sprites
Previewing 2 of 2 Objects

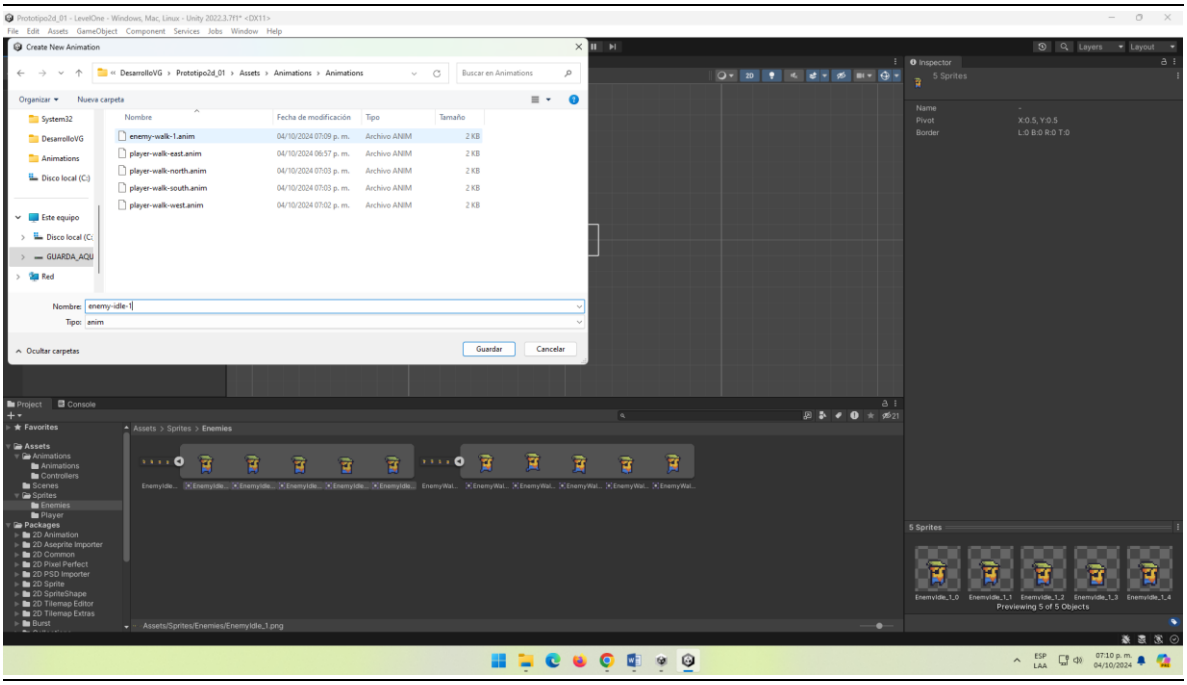

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
DesarrolloVG > Prototipo2d_01 > Assets > Animations > Animations
Buscar en Animations
Organizar
Nueva carpeta
System32
DesarrolloVG
Animations
Disco local (C:)
Este equipo
Disco local (C:
GUARDA_AQU
Red
Nombre
Fecha de modificación
Tipo
Tamaño
player-walk-east.anim
player-walk-south.anim
player-walk-west.anim
04/10/2024 06:57 p. m.
04/10/2024 07:03 p. m.
04/10/2024 07:02 p. m.
Archivo ANIM
2 KB
Nombre: player-walk-north
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Inspector
2 Sprites
Name
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
2D Tilemap Extras
Burst
Assets > Sprites > Player
Assets/Sprites/Player/Player32x32.png
Player32x32_10
Player32x32_11
Previewing 2 of 2 Objects
ESP
LAA
07:03 p. m.
04/10/2024

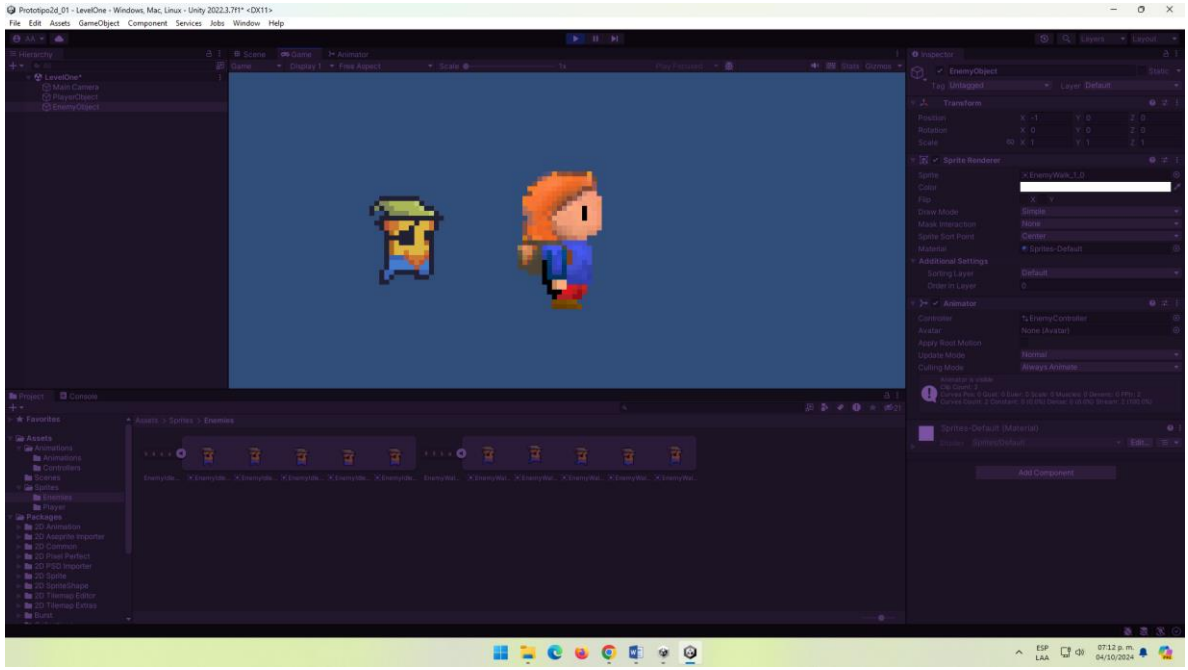

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Auto Live Link
Any State
player-walk-east
Entry
player-walk-west
player-walk-south
Exit
player-walk-north
Animations/Controllers/PlayerController.controller
Inspector
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position X 0 Y 0 Z -10
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Camera
Clear Flags Solid Color
Background
Culling Mask Everything
Projection Orthographic
Size 1
Clipping Planes Near 0.3 Far 1000
Viewpo The furthest point from the Camera that drawing occurs.
Depth -1
Rendering Path Use Graphics Settings
Target Texture None (Render Texture)
Occlusion Culling
HDR Use Graphics Settings
MSAA Off
Allow Dynamic Resolution
Target Display Display 1
Target Eye None (Main Display)
Audio Listener
Add Component
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
2D Tilemap Extras
Burst
Assets > Sprites > Player
ESP
LAA
07:04 p. m.
04/10/2024

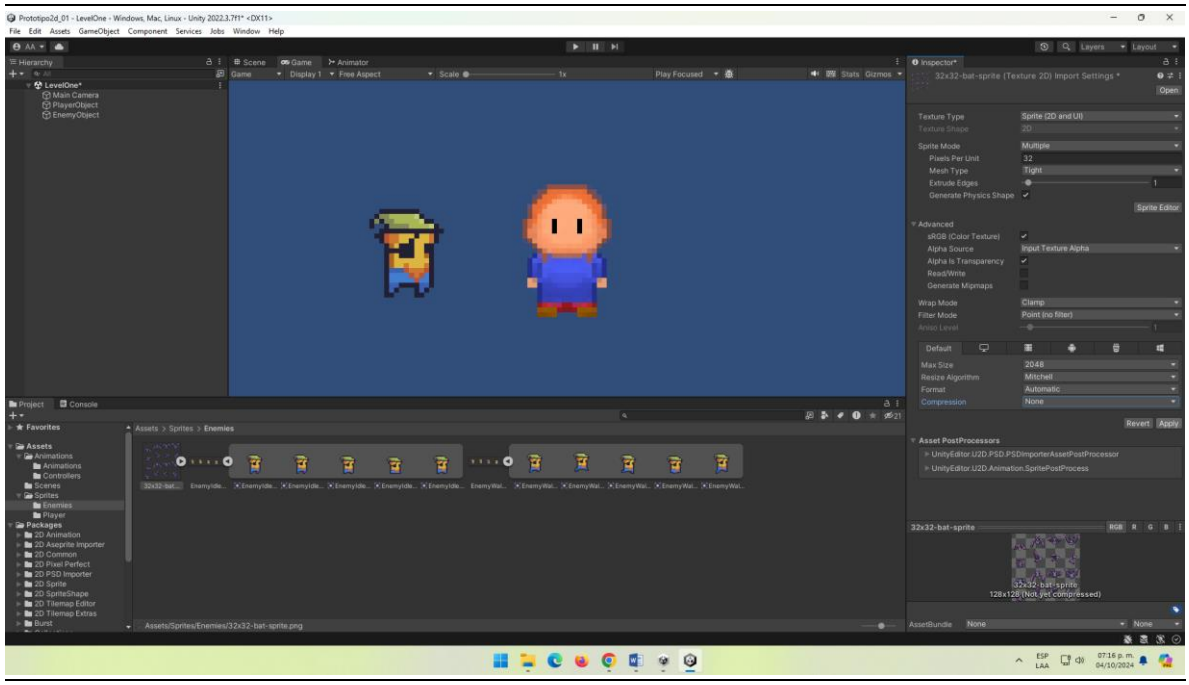

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Transform
Camera
Audio Listener
Add Component
Project
Console
Favorites
Assets
Packages
Assets > Sprites > Player

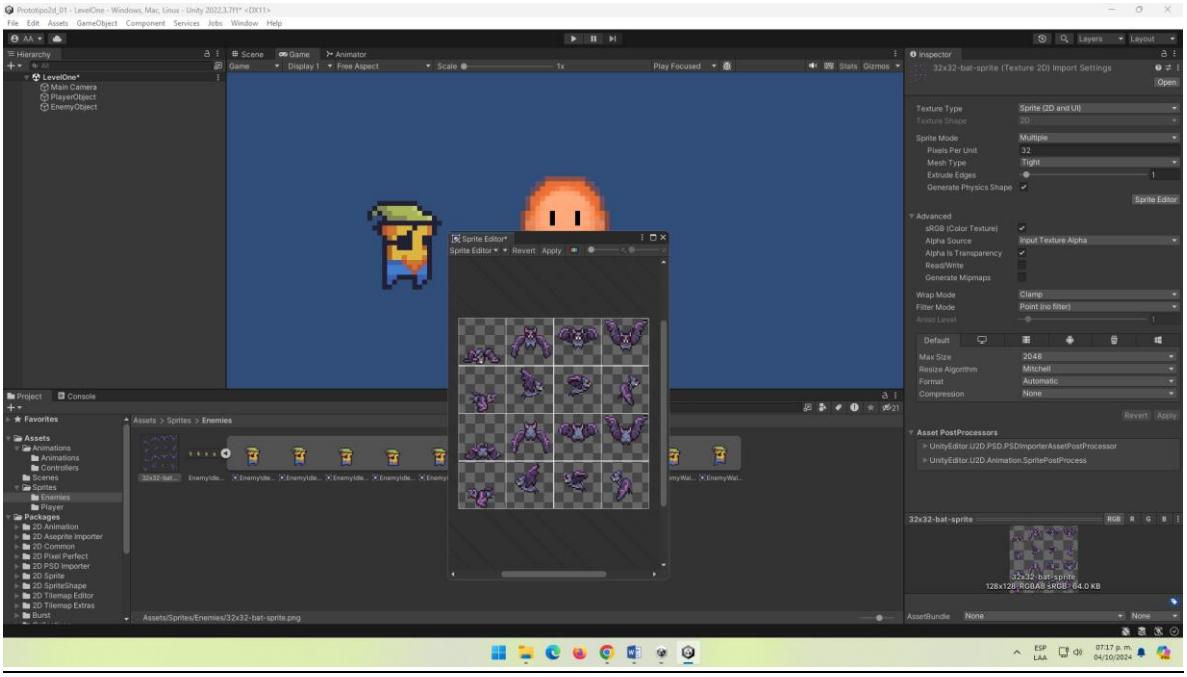

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Layers
Parameters
Base Layer
Any State
player-walk-east
Entry
player-walk-west
player-walk-south
Exit
player-walk-north
Animations/Controllers/PlayerController.controller
Inspector
player-walk-east
Tag
Motion
player-walk-east
Speed
0.6
Multiplier
Parameter
Motion Time
Mirror
Cycle Offset
0
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour
Asset Labels
Project
Console
Favorites
Assets
Packages
Assets > Sprites > Player
Assets/Animations/Controllers/PlayerController.controller

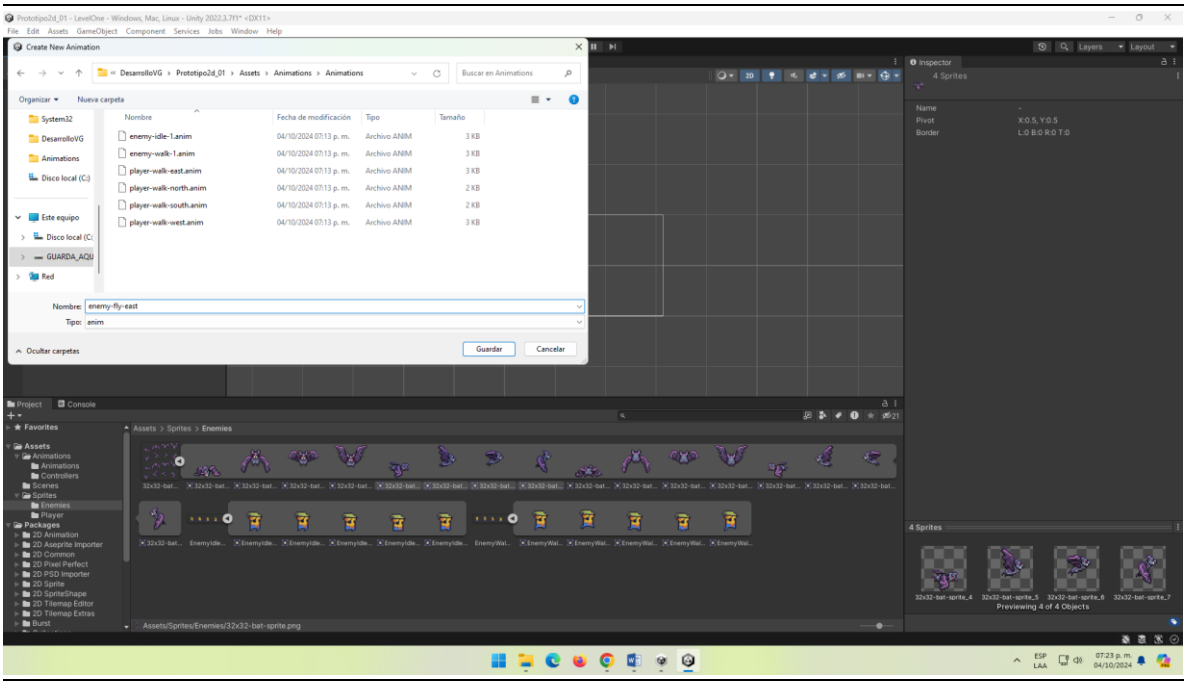

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Enemy Controller (Animator Controller)
Open
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
2D Animation
2D Aseprite Importer
2D Common
2D Pixel Perfect
2D PSD Importer
2D Sprite
2D SpriteShape
2D Tilemap Editor
2D Tilemap Extras
Burst
Assets > Animations > Controllers
EnemyCon...
PlayerCont...
Assets/Animations/Controllers/EnemyController.controller
Asset Labels
AssetBundle
None
None

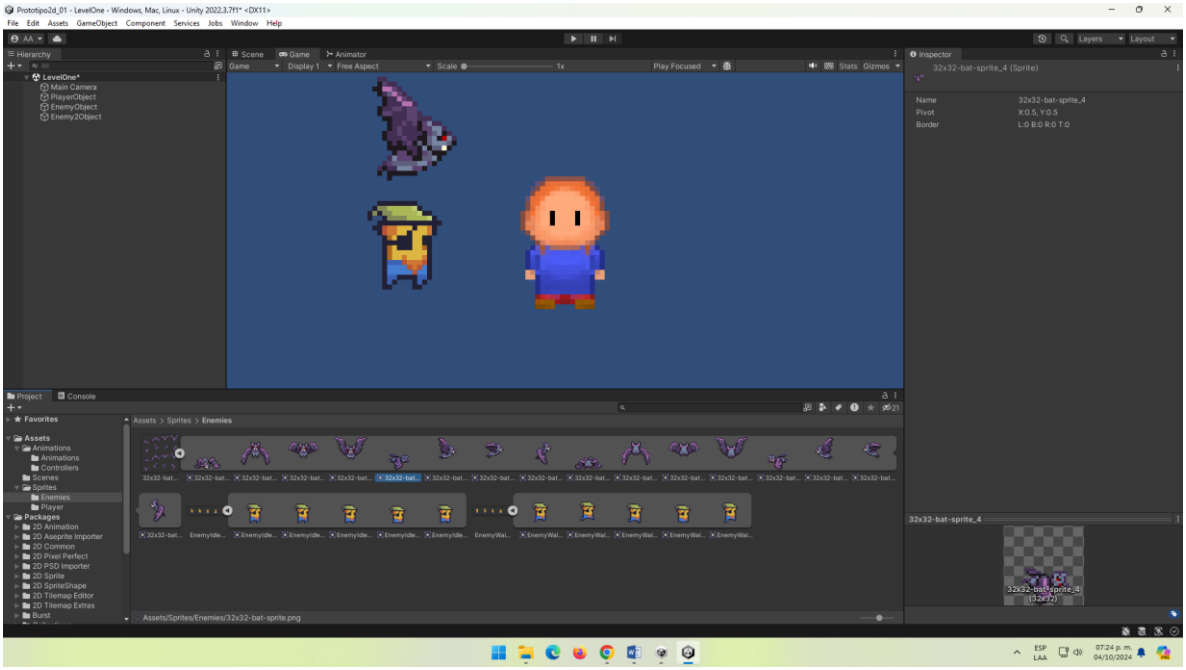

Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
DesarrolloVG > Prototipo2d_01 > Assets > Animations > Animations
Buscar en Animations
Organizar
Nueva carpeta
System32
DesarrolloVG
Animations
Disco local (C:)
Este equipo
Disco local (C:
GUARDA_AQU
Red
Nombre
Fecha de modificación
Tipo
Tamaño
enemy-walk-1.anim
04/10/2024 07:09 p. m.
Archivo ANIM
2 KB
player-walk-east.anim
04/10/2024 06:57 p. m.
Archivo ANIM
2 KB
player-walk-north.anim
04/10/2024 07:03 p. m.
Archivo ANIM
2 KB
player-walk-south.anim
04/10/2024 07:03 p. m.
Archivo ANIM
2 KB
player-walk-west.anim
04/10/2024 07:02 p. m.
Archivo ANIM
2 KB
Nombre: enemy-idle-1
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Inspector
5 Sprites
Name
Pivot
X:0.5, Y:0.5
Border
L:0 B:0 R:0 T:0
Assets > Sprites > Enemies
EnemyIdle_1_0
EnemyIdle_1_1
EnemyIdle_1_2
EnemyIdle_1_3
EnemyIdle_1_4
Previewing 5 of 5 Objects
Assets/Sprites/Enemies/EnemyIdle_1.png


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector
Transform
Sprite Renderer
Animator
Project
Console
Favorites
Assets
Packages
Assets > Sprites > Enemies


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Inspector*
32x32-bat-sprite (Texture 2D) Import Settings *
Texture Type
Sprite (2D and UI)
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Sprite Editor
Advanced
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Revert
Apply
Asset PostProcessors
Project
Console
Favorites
Assets
Packages
Assets > Sprites > Enemies
Assets/Sprites/Enemies/32x32-bat-sprite.png
32x32-bat-sprite
128x128 (Not yet compressed)


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Scene
Game
Animator
Sprite Editor*
Revert Apply
Inspector
32x32-bat-sprite (Texture 2D) Import Settings
Texture Type
Sprite (2D and UI)
Sprite Mode
Multiple
Pixels Per Unit
32
Mesh Type
Tight
Extrude Edges
Generate Physics Shape
Sprite Editor
Advanced
sRGB (Color Texture)
Alpha Source
Input Texture Alpha
Alpha Is Transparency
Read/Write
Generate Mipmaps
Wrap Mode
Clamp
Filter Mode
Point (no filter)
Max Size
2048
Resize Algorithm
Mitchell
Format
Automatic
Compression
None
Asset PostProcessors
UnityEditor.U2D.PSD.PSDImporterAssetPostProcessor
UnityEditor.U2D.Animation.SpritePostProcess
32x32-bat-sprite
128x128 RGBA8 sRGB - 64.0 KB
Project
Console
Favorites
Assets
Animations
Controllers
Scenes
Sprites
Enemies
Player
Packages
Assets > Sprites > Enemies
Assets/Sprites/Enemies/32x32-bat-sprite.png


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Create New Animation
DesarrolloVG > Prototipo2d_01 > Assets > Animations > Animations
Buscar en Animations
Organizar
Nueva carpeta
Nombre
Fecha de modificación
Tipo
Tamaño
enemy-idle-1.anim
enemy-walk-1.anim
player-walk-east.anim
player-walk-north.anim
player-walk-south.anim
player-walk-west.anim
04/10/2024 07:13 p. m.
Archivo ANIM
3 KB
2 KB
Este equipo
Disco local (C:)
GUARDA_AQU
Red
Nombre: enemy-fly-east
Tipo: anim
Ocultar carpetas
Guardar
Cancelar
Inspector
4 Sprites
Name
Pivot
X:0.5, Y:0.5
Border
L:0 B:0 R:0 T:0
Previewing 4 of 4 Objects
Assets/Sprites/Enemies/32x32-bat-sprite.png


Prototipo2d_01 - LevelOne - Windows, Mac, Linux - Unity 2022.3.7f1* <DX11>
File Edit Assets GameObject Component Services Jobs Window Help
Hierarchy
LevelOne*
Main Camera
PlayerObject
EnemyObject
Enemy2Object
Scene
Game
Animator
Inspector
32x32-bat-sprite_4 (Sprite)
Name 32x32-bat-sprite_4
Pivot X:0.5, Y:0.5
Border L:0 B:0 R:0 T:0
Project
Console
Assets > Sprites > Enemies
Assets/Sprites/Enemies/32x32-bat-sprite.png